

Lair
of
the
Kobolds

by Sean Casey and
Adam Trionfo

Forward

I would like to thank Sean P. Casey for the original idea of "Lair of the Kobolds". His rough work has made this adventure. Play testing showed many things that were wrong and many things that were right. Many things have been deleted (The haunted house for instance) and many things have been added (Singular Silvermine) but I have kept as close to the original storyline as possible, although sometimes that was very difficult.

This adventure introduces enough towns, wilderness, and water to be the beginning of a fantastic campaign, if it is balanced correctly. Many things have been left to the DM's imagination but there is enough to "wing it", if that must be done. It is unfortunate that Sean may not be able to play test this version, but he will someday play the finished product.

Thanks also to Chris Lammert and Gilbert "Broken Back" Valdez without them my imagination would never have taken to the wind. They have given me many ideas which are in this adventure.

Adrian
Jivara

Fildar was originally one of my characters to go through this adventure, he was a fighter, but a human, no elf. There was an elf in the original, but he dies killing the Wyvern.

Hilldale: A Background

The town of Hilldale has always been troubled at one time or another by wild animals, troublesome bandits, and even the wyvern of Saruman Cliff took his toll of cattle, travelers, and townfolk. Over time the town grew. Fur trade increased as the wild animals' lairs were cleared away. As trade increased the warrior's Guild grew more powerful and bandits tended to shy away from the general area. Even the wyvern is gone, no one has seen it for over a year.

But now there is a new presence, a new evil. Small humanoid creatures, described by onlookers as a mix between a dog and a lizard, have been attacking in large numbers. Some say they are goblins, others call them kobolds. Whatever they are, their strength is in numbers, for by themselves they are easily defeated. The last attack wiped out a party of travelling merchants, slaying all of them.

The characters arrive in Hilldale for various reasons, none of which was to seek adventure. However natural curiosity overwhelmed them when they heard of a reward being given for a brief look into an old crypt. Each character took what little money they possessed to purchase some supplies, a few weapons and perhaps some light armor. The characters meet near the fountain on Hearth Street.

-It is mid morning on a cool, overcast summer's day. Six other people answered the posters call in hopes to also receive the reward of five hundred gold pieces. One person in particular looks as if he could handle any problems that arise. He stands nearly six feet tall. He has a mop of jet black hair that hangs well below his shoulders. He wears some sort of sword at his side in a very fancy scabbard.

After a few minutes of waiting and observing someone finally arrives and calls attention to the small group. Only the man's bearded head can be seen. The rest of him is covered with brown robes, he looks like he might be a monk of some kind. He speaks and the few people talking become quiet.

"My name is Solumn." His voice is deep and he has an accent from some distant place. "I posted the posters offering the reward after Hilldale's great warrior guild decided they were too busy to help me with my problem" The large man in the audience seems about to speak some type of protest when he doesn't. It is then you notice that he is one of the fighters from the guild, perhaps here to make some money on the side.

Solumn continues, "For those who do not know exactly what this reward is for, let me get to specifics. About two weeks ago I moved from the confines of Hilldale's walls. I chose a plot of land north of here closer to the Yatil Mountains. The land is fertile, and seems to have been cleared of all rocks some time in the distant past. Well I hired some laborers and they began construction on my home. Everything was fine until the digging of the well began."

People seem to be getting bored with Solumn's story already and they show this with a lack of attention. Also a few more people have showed up, perhaps just to listen to the story.

Solumn clears his throat. With this simple gesture the crowd realizes he has something important to say next. "Two laborers began to dig the well just three days after the construction of my home began. It was necessary because the closest stream is several miles away. A day's work into the well is as far as the job has proceeded thus far. After digging about six feet down they hit some type of large stone. After trying to dig it out they realized that it actually was some kind of building that had been buried. But under my direction they continued for a few more hours until they found a door. There are several messages written upon it, all unknown. However it appears that some time after the initial work someone chiselled out a warning. It was quite simple 'only death awaits'. The day came to an end and all the work the following day was going to be to uncover the structure. Next morning the two men who had worked on the digging were missing. Everyone, except myself, thought spirits had taken them away. The workers left in a

great hurry." Solumn was going to continue but he was interrupted. The man from the warrior's guild spoke.

"Solumn my friend, if it is someone to search this crypt or whatever it may be, then I alone shall go. I am the greatest swordsman in these parts, and I too am the only one who has come into contact with the undead I believe. So before you say anymore let us go into some private place, my room perhaps, and discuss this alone."

And that is exactly what happened. The warrior, whose name you come to find as Gildir, leaves the next morning with Solumn. You are all pretty upset at the idea of letting the reward slip through your fingers. That night though, Solumn comes back alone with the news that Gildir entered the crypt and didn't come back out. He asks for another meeting, which takes place in the tavern you are all in. You are the only ones to show up.

"My friends, it seems that the man with the big head has befallen some fate inside that door. I am not going to risk my life and follow him.

Solo Adventure (A Beginning)

You have been a farmer in your small town of Hür for the twenty years of your life. You're two sisters, and three brothers and yourself helped each other with the chores. Your family was unusually close. Now you are alone.

It has only been six days since their senseless slaughter, but it feels like an eternity. With an incredible stroke of luck you managed to survive the burning of your farm, and the killing of your family. They chased you for two days, but somehow you lost them. You have been following a road for several hours, now up ahead, you see a wagon.

The wagon owner's name is Kyket. He is traveling from Madar, a small trading town. Being the nearest, it is the one the character should go to, it is about five miles away. Kyket is carrying his grain to Singlar, 170 miles away.

Kyket (L2 fighter: HP 13, AC 8 (Dexterity), Dam. 1D8 (sword) Alg LG)

Madar

This town trades mostly in furs. Some of the major interests in this town are:

Trade Shop: This shop sells equipment of the most basic type for 10% more than list. They also will barter

Weapon Shop: This store sells weapons, but no bows, or other projectile weapons, except darts, and throwing knives. They too barter.

Inn of the Sun: This very clean, but boring tavern charges 20 cp for a one night stay.

If the character talks in the bar an old man tells how he and his son had seen a small cave where a few goblins have been staying. His name is Sith and he is afraid that the goblins will attack town.

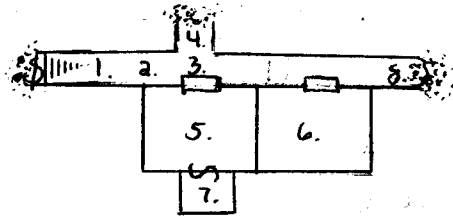
Sith (0 level): HP 3, AC 10, Dam: 1 (Punch), Alg: NG)

Fighters Guild: This small building sits on the corner of the main street and a small side street. The highest level fighter is Jake.

Jake (L3: HP, 16 AC 9, 0 in armor Damage 1D8 Alg LE)

He will do no adventuring, but would like to hear of any news on the goblins.

Singular Silvermine



1. The stairs are crumbling apart and they are difficult to descend. Rubble litters the ground everywhere.

A search will reveal a rotted leather pouch containing a gem worth 50gp and 10 pp.

2. There is debris littering the entire hallway, caution must be taken to avoid an accident.

3. There is an oak door to the right. To the left is a hallway. The hall continues east

4. After traveling less than twenty feet down the hallway you can venture no further. Rubble and debris lies from floor to ceiling. It would take weeks to clear this hallway safely.

A search through the rubble will reveal a skeleton. Hidden inside a small box is a scroll (Detect Evil)

5. This room is 20' x 20'. In each corner there is a crumbling bed. Beside each bed is a chest of drawers. Lying on each bed is a corpse. The skin color is a strange brown and the skin is drawn tight to the face.

These corpses are zombies:

Size M: THACO: 16 AC: 8 H.P.: 13 Damage 1D8 ex. 46

H.P.: 8 ex. 36

The zombies wake upon anyone entering the room. Under one of the beds is a crumbled chest. There is a needle trap that no longer works. In the chest:

A dagger +1

100 gp

100 sp

6. This room is 20'x20'. There is a corpse lying on a decomposing bed. He wakes suddenly grabbing his sword

This zombie will follow the party, even if they leave the level. It is the zombie which has been killing the miners. Unlike most zombies, this one has a driving hate.

Vagal: Size M: THAC0:76 AC:8 H.P.:15 Damage:1D8 Ex.56

Also Vagal is able to speak, and he will repeat these words, "I am Vagal, you bandits, shall not spill my blood!"

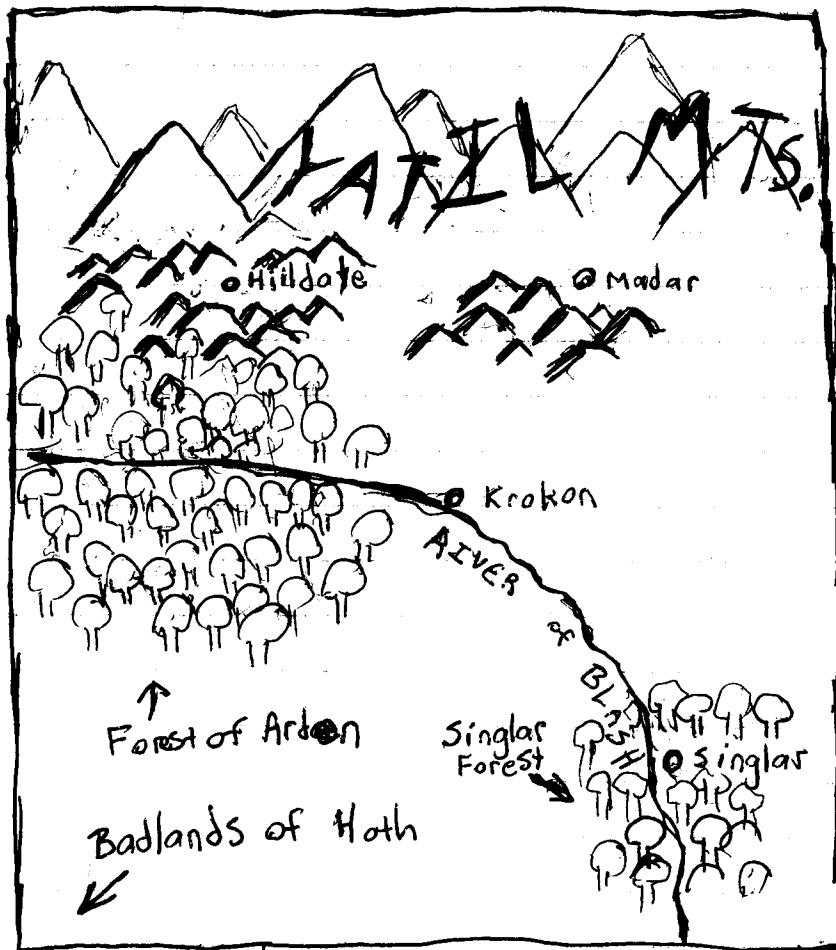
7. This was once where the payment for the guards was kept, but it was looted long ago. In the southern corner a man is lying over a chest with a bolt in his chest.

The chest appears empty, but there is a false bottom containing:

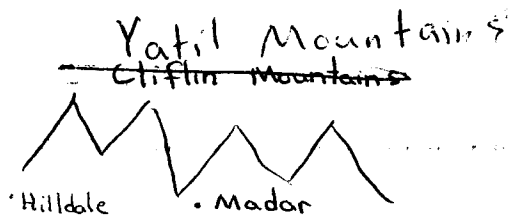
Apotion of healing

A scroll (magic missile)

CAMPAIGN COUNTRYSIDE



The Hilldale Countryside



Governor: Ti'son

Population: 400

Resources: Fur

Demi-Humans: 5%

Humans: 95%

Singlar

Governor: Linka

Population: 1500

Resources: logging, silver

Demi-Humans: 25% (Dwarf)

Humans: 75%

Krokon

Governor: Matlaur of the Elders

Population: 500

Resources: Fish

Demi-Humans: 95% (Dwarf)

Humans: 5% (traders, visitors, etc...)

Hilldale

Governor: Sisar Edet

Population: 1000

Resources: Iron (open pit mine near mountains)

Demi-Humans: 30%

Humans: 70%

Hilldale Map Key

1. Earnest Supply

This clothing and provision shop is very clean. Upon entering the characters are greeted by the pleasant smell of spices and meats. The shop owner's name is not Earnest, it is Sote. He is rather scrawny but is still straight and proud in stature. He greets the party warmly and asks how he may be of service.

Sote (LO: HP 8 AC 9 Dam: 106 Alg C6)

Sote sells his supply's for 10% more than listed on page 67 of Players Handbook

2. Alan's Armorer

Alan stands behind the counter smoking a pipe. He is well built and stands six feet tall. The shop has armor laying everywhere, seemingly in no apparent order. Some of the armor is used and beaten up. He sells this armor for 70% list price of players handbook, but armor Class is one higher than normal. There is a 60% chance that the used armor desired will fit.

New armor is cost in handbook. It will take about 2 times as fast to make then is listed in players handbook. He is able to make all types of armor.

He has a human set of chainmail H for

3,800 gp.

Alan (L2: HP 15 AC 8 Dam: 108 Alg LE)

3.

Herbalist

This is not actually a store, it is a house owned by Rathar the Curate (4th level Cleric) He was one of the first residents of Hilldale and knows much about his trade. He knows the local history of the surrounding area very well. He is nearly four-hundred years old, about middle age for an elf.

He sells a few potions,

Sweet water (DMG 144) - 250 gp

Potion of Healing (DMG 143) - 400 gp

Potion of Heroism (DMG 143) - 500 gp

Rathar also has collected a small number of magical scrolls. He sells each for 1500 gp

Detect Evil (2nd level Mage)

Comprehend Languages (1st level Mage)

Chill touch (1st level Mage)

Fireball (3rd level Mage)

Dust Devil (2nd level Priest)

Command (1st level Priest)

Silence 15' radius (2nd level Priest)

Pyrotechnics (3rd level Priest)

He also has boots of elvinkind, which he really does not want to part with, for 10,000 gp.

Rathar (L4: HP 28 AC 8 Dam 106 Alg LG)

4.

Will's Wonderful Weapons

Will is very eccentric. This is seen from the moment the characters enter the shop. He

Hilldale Map Key

has many strange devices laying everywhere. The floor is littered with strange, but broken magical devices. Will was once a powerful fighter-Mage of 10th level, unfortunately he fought a wright. He was lucky to escape with his life, but now he is only 2nd level, and is quite afraid to go adventuring. He no longer practices his magic (what little he did not lose) This event happened over 150 years ago, but he talks about it constantly, as if it were yesterday.

The devices that litter his shop are broken remnants of his past. The only thing left that he has from his earlier adventuring is a sword +1, which he will gladly part, for 2000 gp. He also sells all other weapons, for cost.

Will (L2: HP 10 AC 7 Dam (by weapon) Alg IVG)

Although Will is quite crazy, he is harmless

5. Warrior's Guild

Knocking upon the door will get a reply from Corsine. He is a brother to Jake from Madar.

Corsine (L4 fighter: HP 23 AC 2 Dam: 1D8 Alg LG)

The guild is quite busy tracking down a group of bandits, and do not believe that the kobolds are a major threat. They would appreciate any information the party has though.

6.

Furnituremaker

This is the home of Tim Carpenter. If the character went to the Inn they will have heard of him. He did a little wilderness adventuring and came upon Murtin Cave. He had been there when he was small, but now it was inhabited by kobolds. This is basically all Tim knows. He can tell the location of the cave.

Tim (L1: HP 9 AC 4 Dam 106 Alg CG)

He will adventure if asked but will return if the situation looks bad.

7.

~~Adventure's Inn~~
~~Prancing Pony Inn~~

Adventurer's Inn

This inn is quite large and is two stories high. There are many people here, also many rumors. It is from an old man, who is drunk that the characters hear of the kobolds and of Tim Carpenter.

Old man, Min (L0: HP 2 AC 10 Dam 1 Alg LE)

A nights stay is 1gp and a seven day stay is 6gp. Ale is 1cp and Mead is 1sp. Food is 5sp for a regular dish, and 1gp for a small feast.

Here the party meets Karbin. He is a thief who is out to get some money. He is willing to adventure, but will steal from the party at first chance, killing if he has to.

Karbin (L3: HP 14 AC 6 Dam 106 Alg CE)

Hilldale Map Key

8.

Town Meeting Hall

This is the richest looking building beside the temple. It is made of a polish white stone and steps lead up to the floor level. It is closed, but there will be a meeting in four days to discuss taxes and other matters.

9.

Town Guard

This is where the town guard stays. It is always occupied by at least ten men.

Town Guard (L1: HP 8 AC 2 Damage 1D8 Alg LE)

There are also four large towers. They are located on the corners of the town, four guards with longbows and swords in each. There are also several smaller ones, these contain two guards with the same equipment.

They are led by Zorse, a fighter

Captain Zorse (L4: HP 37 AC 0 Damage 1D8 Alg LG)

10.

Governor's House

This is where Sisar Edet lives. He is guarded by two personal bodyguards at all times.

Personal bodyguards (L3: HP 28, 30 AC 1 Dam 1D8 Alg LG)

The guards will die for the governor.

Sisar (L0: HP 7 AC 10 Dam 1D4 (dagger) Alg LG)

11.

Temple of Hera

This temple worships the goddess Hera. Holy water may be taken for a small donation (At least 1gp). No weapons are allowed in temple. They are taken by a guard at the entrance.

The temple is led by Hasen the Canon (6th level Priest). His spells are: Cure light wounds X3, Slow poison X2, Know Alignment, Cure disease, Remove Curse

Hasen (LG: HP 41 AC 10(4) Dam 1D6 Alg LG)

He will cast his spells for benefit of the party for a favor, or a donation.

Kobold's Lair

DM Background

Over a year ago Kobolds began tunneling in a cave which is about twenty-five miles from Hilldale. They have been planning to raid the country-side from this point ever since. The tunneling has been completed for several weeks now and Kobolds have been gathering under their leader Gorth. Gorth is nearly as big as a man and controls with a very brutal fist. The number of Kobolds that have assembled is nearly two-hundred and growing everyday. Soon they will begin their murderous assaults.

Ground Level

1. This cave entrance has changed over the last year. It has been widened and steps have been added. Unknown to the characters, a giant water snake has been added to the water, stopping people from drinking or swimming in it. Only a stranger would do something that ignorant.

Water Snake (H.P. 18 A.C. 5 THACO 15 Size L. Dam 106) Ex 333

At the bottom of the pool is a pouch containing 108 gp.

2. Up ahead you hear something approaching, before long you see that it is a Kobold. He sees you and runs back down the hall.

This Kobold is running to room 3. to alert the others. He must be caught.

1 Kobold (HP 2 AC 7 THACO 20 Size S Dam 104 (club) ex. 7)

2.5. This door is locked. It cannot be picked, and the door is made of stone, so it cannot be knocked down. The key is on the large kobold in room

13.

3. This room is 30' wide by 50' long. There are two large tables and gathered around each are seven kobolds. They see the party immediately, draw their swords and attack. Two of them are larger than the others

12 kobolds (HP. 2, 3, 4, 3, 2, 1, 4, 4, 4, 2, 2, 1, AC 7

THACO 20 Size S Dam 1D4 (club) ex 7, 8,

9, 8, 7, 6, 8, 9, 9, 7, 7, 6)

2 large kobolds (HP 5, 6 AC 5 THACO 19 Size m

Dam 1D6 (Sword) ex 12, 13)

The two large kobolds stay in the back and give orders. They will fight last. The two large kobolds have 20 gp each, while the others have 2 gp each.

4. Gambling Room

This room has two guards outside the door.

2 guards (HP 4, 4 AC 6 THACO 20 size S Dam 1D6 ex 9, 9)

These guards will make as much noise as possible to alert the gamblers inside. 85% chance that they succeed.

Inside of the room are several small round tables. The room is quite empty, have only nine people in it now. If they have been alerted to the presence of the party, if not, they will take two rounds to draw their weapons. Until they have their weapons drawn they must fight bare fisted.

9 Kobolds (HP 4, 4, 4, 1, 3, 4, 4, 3, 4 AC 6 for three of the 4 HP Kobolds and AC 7 for the rest Dam 1D4 (club) for all by some three Dam 1D6 (sword) for them size S ex 10, 10, 10, 6, 8, 9, 9, 8, 9

There are cards laying on the tables and money piled in the centers of each amounting to 213gp. A search of the bodies reveals 100gp more. A search for secret doors, reveals a loose brick. Hidden behind it is a small bag containing 160 pp. The room is otherwise empty

5. Kobold Chambers

This is where the Kobolds sleep. There is a guard in the place labeled a.

guard (HP 3 AC 7 THACO-20 size-S Dam 1D6 ex 8)

A fight will not waken anyone. All the rooms are empty except b. Inside is a Kobold looking through a chest. He does not look like he should be there. Actually he is robbing a friend.

thief (HP 2 AC 10 THACO-20 size-S Dam 1D4 ex 7)

6. Weapons Room

Here is where the Kobolds store their weapons

including broken ones. There is a guard sleeping on a chair outside the door.

Sleeping guard (HP 1 AC 7 THACO-20 Size-S Dam 104 ex 6)

Inside in a heap is a bundle of broken weapons. Hanging from the walls are twenty small shields. Also there are 50 spears, 30 short swords, 30 spiked clubs, 40 axes, 10 javelins, and 20 daggers. There is a guard on the other side of each door (eastern or western). He is awake, talking to a friend

Guard and friend (HP 3, 4 AC 10, 6 THACO-20 size-S Dam 104, 106 ex 8, 10)

7. This oak door is locked. It can be picked. This is the food storage area. There has been a permanent cold spell cast on this room. The temperature is about 30 degrees. There are 10 sides of beef, 20 rounds of cheese, two barrels of dried fruits, two tuns ale, and several boxes of Dried meat (suitable for provisions)

8. The tunnel opens up into a big cavern. There is water at the northern end. It is very black. Flowing into the lake is a large waterfall. It is on the far side of the small lake. It seems possible to walk behind the water-fall.

Swimming in the water will bring the presence of a large water snake. A boat will not disturb it.

Water Snake (HP 32 AC 5 THACO 15 Size L Dam 106 Ex 447)

This snake will leave the water to attack if provoked.

Searching behind the waterfall will reveal a secret door behind a large boulder. It will take a combined strength of thirty to move it.

9. This small cave is natural and has been deserted for a long time. There is a bed in the corner which has rotted away. The straw mattress is scarcely detectable. Underneath what used to be the bed is a chest. Underneath molded and rotted clothes is a book and a key.

The book is too old to be readable. The key is rusted, but fits into a lock in a metal cabinet. Inside is a jeweled sword in a ruby encrusted scabbard. The inside of the cabinet door has a plaque hanging from it. Engraved in metal are the words.

"The great sword of Serwood"

Under this is written a small paragraph.

"This is the fabled sword of Serwood. The sword which slew Jonia, the horrible red dragon. It killed many an evil which invaded these Cliflin mountains. Now its task is done. Done and it will rest here until a new challenge arises. One in which the powers of this sword will again be needed to fight a new evil."

The sword of Serwood seems to be a regular +1 sword, but against reptiles it is +4 and +2 against dragons.

10. Entertainment Room

This 20' x 30' room contains nine Kobolds. They are throwing daggers at several dead rabbits at the end

of the room. They all have swords and draw them immediately.

9 Kobolds (HP 4, 1, 3, 3, 4, 2, 4, 3, 2 AC 7 THACO-20 size S

DM 1D6 Ex 9, 6, 8, 8, 9, 7, 9, 8, 7)

Between the nine of them there is 23 gp and 47 sp.

11. The rooms are all empty except the one at the end of the hallway. The room contains two beds each. The Kobolds are in room 13, eating.

11.5. This room is large, 20' by 30' and contains one bed, a desk, and a table with several chairs. Sitting at the desk is the largest Kobold you've seen. It stands four and a half feet tall compared to the average three or three and a half. He looks very angry and grabs his longsword.

Captain of the Guards (L2: HP 11 AC 5 THACO-18 Size S

DM 1D8 Ex 30)

He carries no money, but there is a chest in a wooden cabinet. It contains 500 gp. It is trapped. A needle fires into necks, save vs. poison or die in one day (Poison was mixed weakly) Needle causes no damage.

On the desk is a map. It seems to be a map of the surrounding area, with several areas marked in red. Including Hildale and Madar. There is no other writing on the map.

12. Conference Room

There is a large table in the middle of the room. It is long and wide. At one end is a large kobold who seems to be giving some type of directions. He is pointing at a large map, identical to the one in room eleven, with one exception. There is a number one written next to the town of Hilldale.

As soon as they notice the party, they attack.

12 Kobolds (HP 1,1,2,1,2,1,4,2,4,3,3,1 AC 8 THACO-20 Size S

Damage 1(Punch) Ex 6,6,7,6,7,6,9,7,9,8,8,6)

1 large kobold (HP 7 AC 5 THACO-18 Size m Dom 1D2(longsword)

Ex. 2T)

None of the smaller kobolds carry money, but the larger one has a small bag with an uncut gem worth 100 gp

13. Eating Hall

There are two tables in this room. The room smells of burned food and another much more unpleasant smell hangs in the air. Sitting at each table are over twenty kobolds. Only fifteen have their weapons ready to draw, the rest are near the door (after all, it is uncomfortable to sit down with your weapon at your side.) All but the ones with arms surrender. If the rest are attacked they try to run for the door. They may try for the kitchen if the exit is blocked. If even one escapes he runs to the Secondary Chieftan Berci and warns him. None of the kobolds have money, but one has a key hanging around his neck. The key is to doorway 2.5.

45 Kobolds (HP 10 of 4, 2, 3 and 5 of 1 AC 7 Dam 1(D6) Ex. 10 at 9, 10 at 7, 10 at 8, 6)

15 at 11

13.5. Kitchen

There are 6 Kobolds armed with knives. They have let two boars lose. The boars will not attack the Kobolds, for they are pets to the chief.

6 Kobolds (HP 1,2,2,3,1,3 AC-10 THACO-20 Size-S)

Dam 1D2 Ex 6,8,8,10,6,10)

2 boars (HP 9,9 AC-7 THACO-16 size m)

Dam 3d4 Ex 121,121)

There is nothing in the kitchen except the horrible, and smelly Kobold food. Hanging around the chief's neck is a necklace made of gold, but poorly made (50 gp).

14. Secondary Chieftan's Room

This room is locked. It must be picked or knocked down. If knocked down, the Chieftan will be gone but the two weasals will remain.

2 weasals (HP 22,22 AC-6 THACO 16 size m)

Dam 2D6 Ex 213,213)

The pelts of a weasal can be worth 6,000 gp. These are worth 4,000 if bludgeoned to death and 1000 if swords or other piercing weapons are used.

The Chieftan is very big. Standing five feet tall. He attacks with a bastard sword +1

Chieftan (HP 16 AC-5 THACO-16 (including bonus for

sword) size m Dam 1D8 Ex 150)

Wears a key around neck. Key fits in chest

in room 15.

15. Secret Room

This room is ten feet by ten feet. There is a chest in the corner and a cabinet containing several weasel pelts. If the Chieftan was not in the room, he took his chest with him up the stairs to room 25. He warned the Chieftan there. If not the chest will open with the key found around the second Chieftan's neck.

There is a trap in the chest, but if key is used or picked successfully nothing happens. Otherwise 6 bolts fly out of the walls at a four foot height and 6 more at a one foot level. They are not poisoned. If the wrong key in lock is used, this will also happen. If the chest is moved without moving a lever behind a stone, the trap also occurs.

The chest contains 200 gp, 1000 gp, and a false bottom. The false bottom contains four potions of healing and one potion of heroism. The chest is magical and so weighs only 50 pounds.

There is a 1 in 6 chance that the secret door leading to the stairs will be detected without searching. An elf has the normal chance +1.

Top Level

16. There is a 2' x 2' hole cut in the wall. There is a Kobold asleep in a chair with a bow on his lap.

This hole is used to watch that no one comes near the entrance of the cave. It was only by chance that

the party was not noticed the first time entering the entrance of the cave. The Kobold is in a deep sleep and wont wake even if the party makes a lot of noise.

17. This is identical to 16, except the Kobold is awake.

Kobold (HP 4 AC 6 THACO-19 size-S Dam 1D4 (bow)
1D6 (sword) Ex 10)

The Kobold will fire an arrow once towards the party, before drawing his sword to fight hand to hand. He has a jeweled dagger in his belt worth 75 gp.

18. This door is locked. It can be picked. Trying to break in will bring the attention of the guard inside and may 30% chance bring attention to the Common Room (room 20) If so, they will send two people to investigate (stats are identical to the guard.

Guard (HP 4 AC 6 THACO-20 size-S Dam 1D6 (sword)
ex. 10)

If picked successfully a guard will be found sitting at a desk playing with keys. This room is a jail. The guard will attack on sight. If wounded but not killed he will bargain for his life by offering 10,000 gp. which he says he has hidden in this hallway (A bluff, at first opportunity he will try to escape.) The keys fit the three cells in this room and the door to enter.

In one cell is an elf. His name is Fildar.

Fildar (L8, fighter: HP 53 AC 10 THACO-12 size m. Dam (Per weapon) Ex. -500)

Fildar was captured by the Chieftan a few weeks ago. The Chieftan believes that Fildar knows about some hidden treasure, that is why he is alive, although He was going to kill him soon if no information was given. Fildar knows of no hidden treasure although he knows that the kobolds plan to use the help of a powerful monster to help destroy enemies. The creature Fildar speaks of is the Wyvern.

Fildar believes he knows where his armor is hidden. (Room 19, c is right) He says he needs to go warn the townspeople of this danger. If the party has already convinced the governor of Hilldale, he will adventure with them. (Fildar not the governor!) However he must not be able to fight the wyvern, perhaps he is recaptured.

19a Incubation Room

This room is very warm. There a female Kobolds lying over eggs. The eggs are the young, unhatched Kobolds. The eggs are nearly 5 inches long and are dark gray in color. As soon as you walk into the room, one of the females runs towards the corner of the room. She is about to ring a bell to alert guards.

If she is not stopped she will alert the Chieftan's personal guards. Six of them will arrive in just 4 rounds, from room 21a

6 Personal Guards (HP 6, 5, 9, 10, 5, 5 AC 4 THACO-18

Size m Dam (Sword) 1D8 ex. 56, 55, 59,

60, 55, 55)

If these six guards are not killed in 10 rounds

six more guards will arrive.

6 guards (HP 4, 2, 3, 4, 4, 3 AC 7 THACO-20

size-s Dam (1D6) ex 9, 7, 8, 9, 9, 8)

If any females are still alive, there were six of them, they will fight to the death to protect the eggs.

6 female hobolds (HP 3, 1, 3, 2, 3, 4 AC 10 THACO-20

size-s Dam-1 ex 8, 6, 8, 7, 8, 9)

If any eggs are taken back to town intact, they are worth 500 gp to a mage. There is an 80% chance that a magic-user of any class will know this. There is a 5% chance then any character might.

If an egg is broken, it spills a putrid smelling brown liquid. A small slimy embryo will crawl out (These eggs are all ready to hatch) It is a dark brown rust color. It looks like a very tiny hobold, although most of the facial features have not developed. Broken or cracked eggs are worthless.

19. Two guards, will yell for help, 60% chance of success. If not killed in four rounds the guards mentioned in 19a, arrive. Although more will come in 19a.

Two guards (HP 4, 4 AC 6 THACO-20 Size-S

Dam 1D6 ex 9, 9)

19b. These 10' x 10' rooms contain females who are resting after have laid their eggs.

20. Community Sleeping area

This room contains over fifty beds. Fortunately less than half of the kobolds are here, half of the ones that are here are children.

13 Children (HP 1x13 AC 10 THACO-20 size s

Dam 1 ex 6x13)

There are several females

5 females (HP 3,2,4,4,3 AC 10 THACO-20 size s

Dam 1 ex 8,7,9,9,8)

2 females (HP 4,3 AC 8 (Dexterity) THACO-20

size s Dam 1D4 (club) ex 9,8)

These females will do anything to protect the young. There are five males

5 kobolds (HP 4,4,2,4,2 AC 7 THACO-20

size s Dam 1D4 ex 9,9,7,9,7)

There is nothing of interest in this room. There is nothing beneath any of the beds. Searching the males will reveal a total of 27gp, 10pp, and 16sp.

21. If the chieftans personal guards were called to 19a, avoid this encounter.

Two of the chieftans personal guards are standing watch on this side of the room.

two personal guards (HP 5,5 AC 4 THACO-18

size m Dam 1D8 ex 55,55)

This fight alerts none. Each guard carries 5pp and wears a gold ring worth 25gp)

21a. Personal guard Quarters

This room is decorated, unlike any of the other rooms you have seen so far. There are six beds and two desks. There are four of the chieftans personal guards here.

4 personal guards (HP 6, 9, 10, 5 AC 4 THACO-18

Size m Dam (sword) 108 ex 56,

60, 59, 55)

These guards while fighting will be talking to each other in kobold. Each carries 5pp and a ring worth 25 gp.

If the desk is searched, there is a 1 in 6 chance that a false bottom is found in a drawer. It contains a jeweled gold necklace worth 450 gp.

22. This 30' x 30' room is occupied by four large Kobolds. These Kobolds are wearing plate mail and using a shield. They are as large as a normal human. They are wearing helmets, so it is impossible to see their expressions, but hate hangs heavy in the room.

4 Personal Guards (HP 11, 15, 18, 14 AC 2 THACO-17

Size m Dam (108) ex. 71, 75, 78,

74)

These guards are totally silent while they fight. There is nothing in this room except for four beds. The guards carry nothing.

The secret door is found with a normal roll.

The secret door contains the Chieftan's treasure. It is just piled randomly on the floor. 500pp 2200gp 600sp 14 gems each worth 150 gp, A dagger +1 and 10 rings each worth 25 gp. None of the rings are magical.

23. Secret Exit

These stairs lead to the top of the cliff. There is a huge boulder blocking the exit. It can only be moved with a combined strength of 120. Something the party surely does not have! They have no choice but to retreat.

When the boulder must be used about twenty goblins move it. It takes them about ten minutes.

24. Secondary Chieftan's Secret Escape Passage

This is the way which the secondary Chieftan escapes if he is threatened.

25. Chieftan's Room

This is a 40' x 30' room. There is a table and a bed. This room is decorated very lavishly. The Chieftan is standing in the opposite corner of the room. He is grinning. He is wearing plate mail and using a shield.

Kobold Chieftan (HP 30 AC 2 THACO-15 Size-m Dam 1D8 ex 210)

He is guard by five Goblins

5 Goblins (HP 8, 7, 6, 7, 8 AC 5 THACO-16

size S Dam 1D6 ex 18, 17, 16, 17, 18)

The goblins were have a conference with the chieftan when the party entered.

The chieftan knows that if he does not kill the party his plan will be ruined. He is very confident that he will win. He will fight to the death.

The chieftan wears a key around his neck. It will let the party get into the lower level. The goblins each have 20 gp and the chieftan wears a ring worth 250 gp.

Lower Level

26. The larger kobolds inhabit these rooms. Each room contains one bed and a chest of drawers filled with cloths and various other miscellaneous items. In rooms marked with a one there is a kobold. They will yell for help and all of the other kobolds from other rooms will come and help.

5 kobolds (HP 4, 7, 4, 8, 7 AC 4 THACO-17 Size m Dam 106
ex 34, 37, 34, 38, 37)

These kobolds have no money, but each is wearing a gold ring worth 25 gp.

28. Torchure Chamber

Kobolds hate most life and relish in others pain. They have built this room to hold people who will be fed to the wyvern. There are five gnomes and six elves. One of the elves is named Togaya. Togaya is Fildar's son. Fildar was not aware that his son was captured.

Togaya is in a small pit about five feet deep. He is covered with some type of sticky substance, perhaps it is honey. Large red ants cover his entire body. He has large, red bumps covering his body, presumably ant bites.

Fildar has become enraged (If he is with the party) He has attacked and killed the two highest hit point kobolds already.

five kobolds (HP 10, 9, 7, 8, 10 AC 4 THACO-7 size-S
Dam 1D6 ex 40, 39, 37, 38, 40)

If Fildar is with the party only three of the kobolds are left. These kobolds were torchering all of the captives and thus were taken totally by surprise.

This is where the party learns of the wyvern. One of the gnomes tells the party, as soon as they are released. He tells part of the following story. Tell the party only what you feel they need to know.

It was nearly a year ago that the Chieftan along with several of his followers came upon a Wyvern. It had fought a party and managed to escape, however it was dying. The Chieftan saw great value in the creature and thus nursed it back to health, which took several months. The Wyvern became attached to the Chieftan and is willing to help him defeat his enemies.

The wyvern understands not to attack anyone wearing the type of gold ring found on the kobolds. If the characters wear this ring when confronting the beast they will gain first attack. The wyvern has not left the

cave dwelling for several months. Food is dropped through the entrance in the roof and occasionally a prisoner is brought to it. It trusts the kobolds fully.

The gnome however does warn the party of the wyverns sting. He recommends that they have some type of magical weapons if they plan to attack the horrible monster (Yes, the sword of serwood is perfect!) The gnome arms all of the others with swords, leaving.

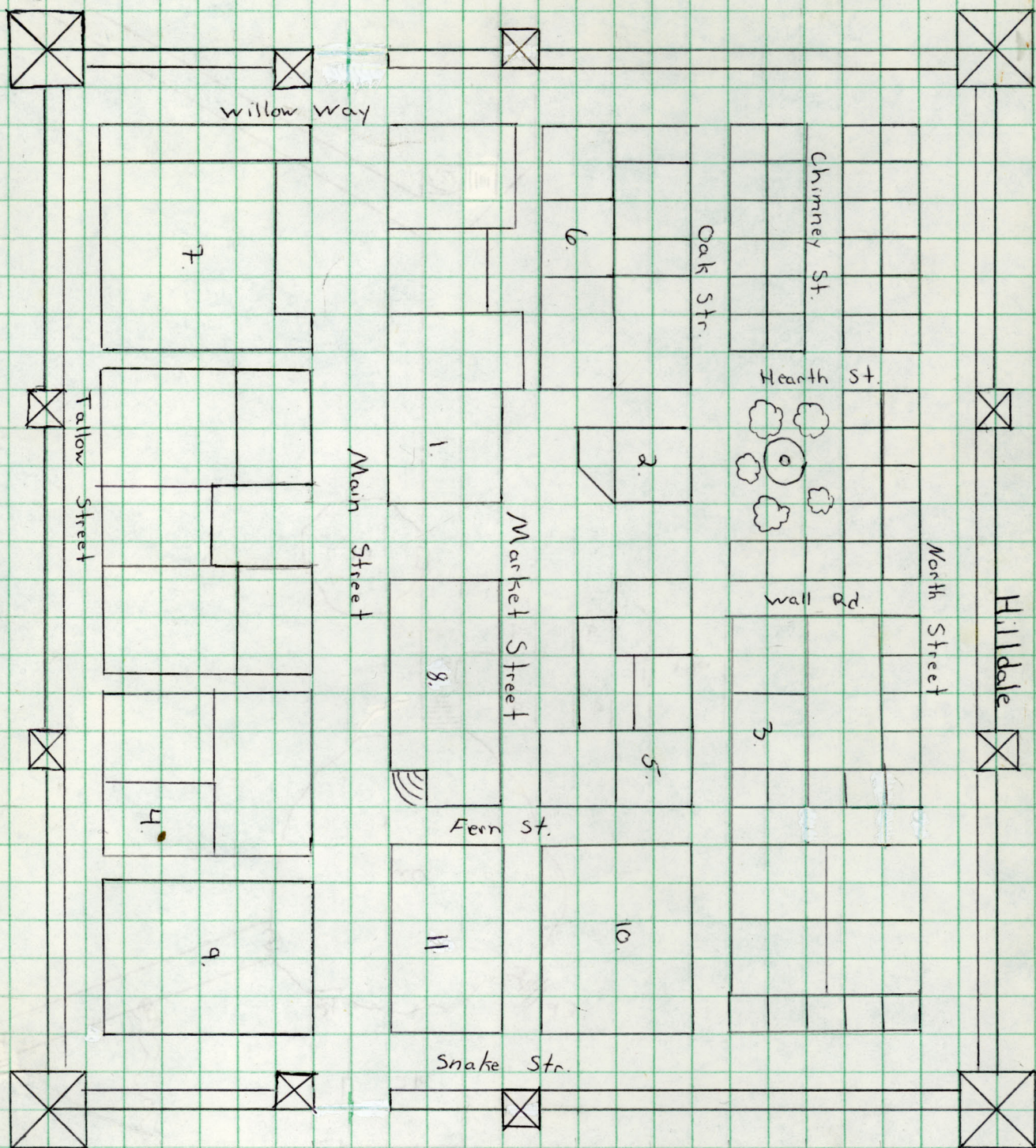
27. Wyverns Lair

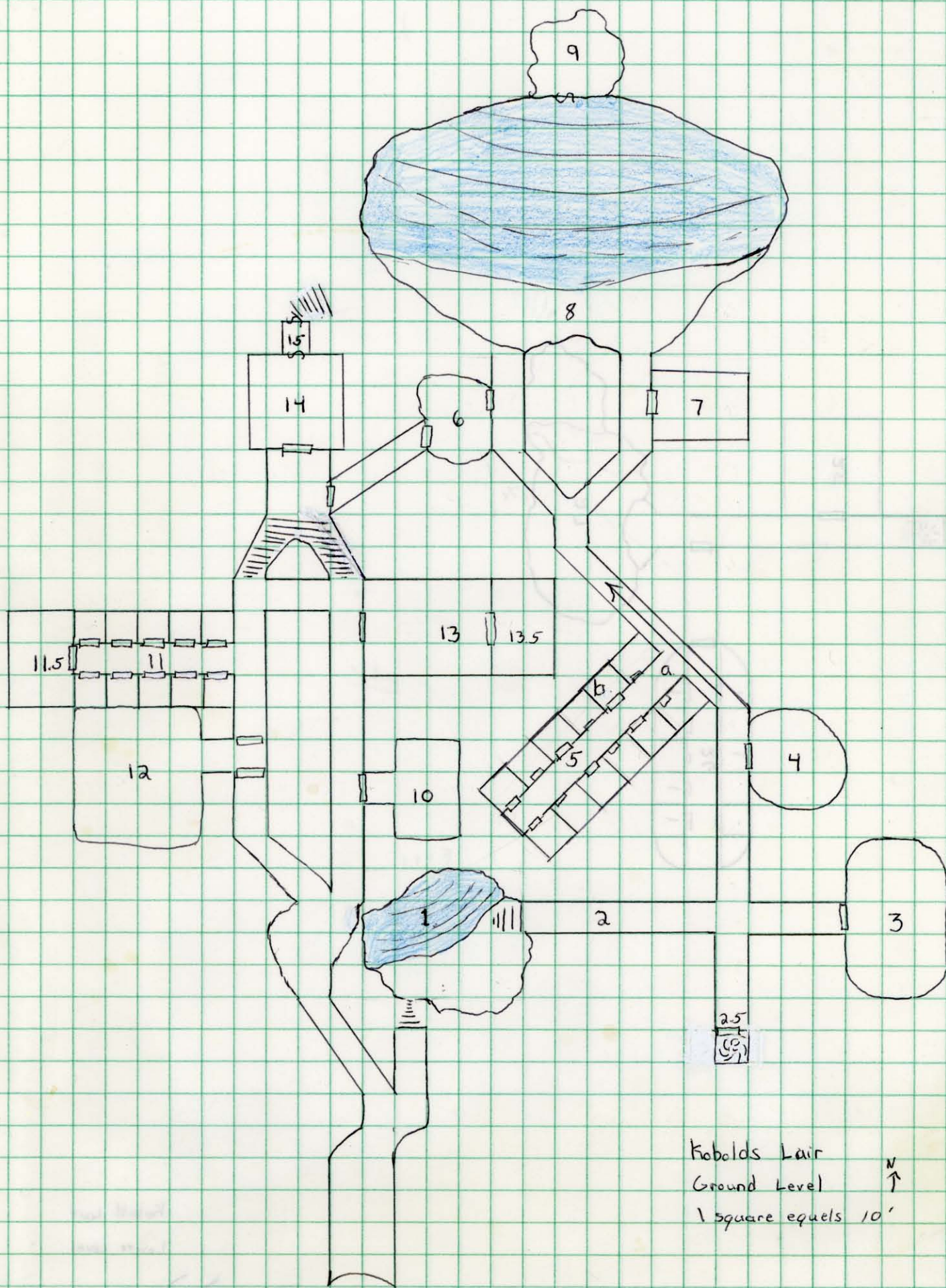
This Wyvern has used this cavern as its lair for over twenty years. The kobolds have not disturbed its treasure, but after ~~the~~ least, is dead they plan to take it.

Wyvern (HP 42 AC 3 THACO-12 # of attacks 2
Size-L Damage 2-16/1-6 tail plus poison
ex 1345)

Those hit by the wyvern's tail must save vs poison or die. The Wyvern believes he is protecting the Chieftan and thus will fight to the death.

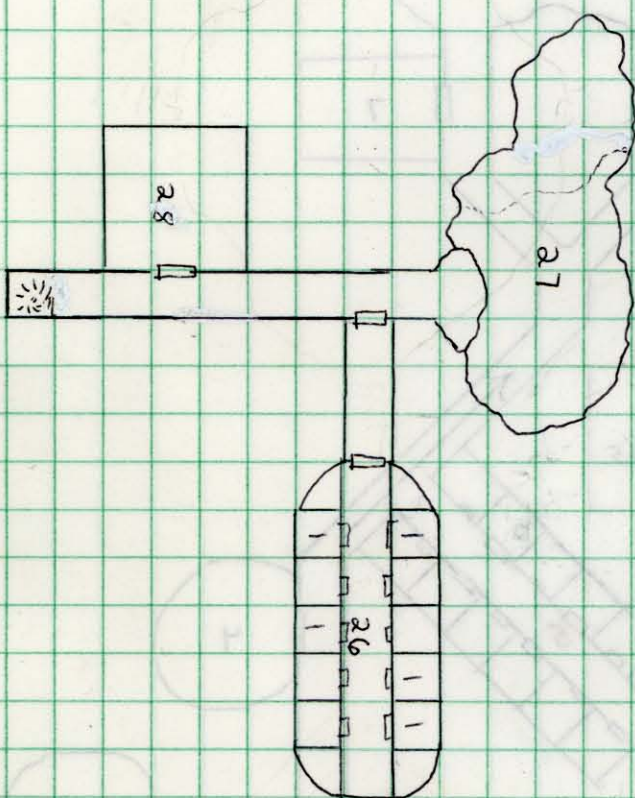
The Wyvern's treasure is scattered all along the floor. There is 4000 cp, 5000 gp, 3 gems each worth 500 gp, Wand of fear with 84 charges (3000 xp), Full plate +2 (1000 xp), There is nothing else of value.





Kobolds Lair
Ground Level
1 square equals 10'





Kobold Lair
Lower Level



RUSHMOORS

AXWOOD

Duchy of Ulek

OURWOOD

Cox

Badwall

Elredal

Tringla

Niole Dre

SILVER TOWN

County of Ulek

Principality of Ulek

KINGDOM OF KEOLAND

Cryllor

SHELDONAR RIVER

JUNIOR RIVER

o'Havenhill

Gnyrax

Longspear

Gradsul

LITTLE HILLS

DREADWOOD

Saltmarsh

NRY

THE TOWNS

Monmurg

JETSON ISLAND

FAIRWIND ISLE

FOOL MARSHES

Hold of the Sea Princes

FLOTSOM ISLAND

Hokar

Port Joli

JERLEA BAY

HOOOL RIVER

Lair of the Kobolds
By Sean Casey and Adam Trionfo
Written in about 1989-1990

Notes by Adam Trionfo
October 25, 2019

This is a Dungeons and Dragons adventure written in the Greyhawk setting that I wrote with my friend while I was a senior in high school (1989-1990). It's called "Lair of the Kobolds." "Lair of the Kobolds" is freely distributable, but the copyright is held by Adam Trionfo.

I wrote this adventure for play with my friend Sean. He is credited as co-author, although he mostly wrote a background (which, I learned years later, that he had pulled some names from The Hobbit series). During the second-half of my senior year of high school, we both had early dismissal from school (I think we got off around 1 or 1:30), so he'd drive over to my place and we'd play D&D (well, technically, AD&D). These weren't typical play sessions (being just the two of us), so I made this strange, simple adventure for play with him. I was the Dungeon Master and he was the exclusive player. Lucky, him!

The game was originally played with the first edition AD&D rules. When I compiled the adventure into a handwritten game module over the following summer, the second edition rules had already come out. For this reason, there is a little mixture of those rules (i.e. THAC0) in this hand-written version of the game.

The written version of this adventure is rough and may be impossible for others to play, but we both had fun with it as teenagers. If anyone does play it (excuse the misspellings), then please leave me some feedback.

Note: This pdf is release 2 of the module. It includes maps for the town of Hilldale and Top Level of the Kobold's Lair that were accidentally left out of the first compilation of the material into pdf format. The first version of the pdf had a very limited release with just a few friends, but digital files have a tendency to live on forever, so I wanted to note the difference here.

OCRed and re-typed information from the handwritten adventure module.

Forward

[This handwritten forward, included in the pdf document, was written in about 1990 or 1991, when the adventure was written down in full for the first time.]

I would like to thank Sean P. Casey for the original idea of "Liar of the Kobolds." His rough work has made this adventure. Play testing showed many things that were wrong and many things that were right. Many things have been deleted (the haunted house, for instance) and many things have been added (Singlar silver mine) but I have kept as close to the original storyline as possible, although sometimes that was very difficult.

This adventure introduces enough towns, wilderness and water to be the beginning of a fantastic campaign, if it is balanced correctly. Many things have been left to the DM's imagination but there is enough to "wing it," if

that must be done. It is unfortunate that Sean may not be able to playtest this version, but he will someday play the finished product.

Thanks also to Chris Lammert and Gilbert "Broken Back" Valdez. Without them my imagination would never have taken to the wind. They have given me many ideas which are in this adventure.

Adam Trionfo

Additional note: Fildar was originally one of my characters to go through this adventure; he was a fighter, a human, no elf. There was an elf in the original, but he dies killing the Wyvern.

Lair of the Kobolds Background Story

Hilldale: A Background

The town of Hilldale has always been troubled at one time or another by wild animals, troublesome bandits, and even the Wyvern of Saruman Cliff took his share of cattle, travelers, and townsfolk. Over time the town grew. Fur trade increased as the wild animal's lairs were cleared away. As trade increased, the Warrior's Guild grew more powerful and bandits tended to shy away from the general area. Even the wyvern is gone; no one has seen it for over a year.

But now there is a new presence, a new evil. Small humanoid creatures, described by onlookers as a mix between a dog and a lizard, have been attacking in large numbers. Some say they are goblins, others call them kobolds. Whatever they are, their strength is in numbers, for by themselves they are easily defeated. The last attack wiped out a party of traveling merchants, slaying them all.

Module Background

The characters arrive in Hilldale for various reasons, none of which was to seek adventure. However natural curiosity overwhelmed them when they heard of a reward being given for a brief look into an old crypt. Each character took what little money they possessed to purchase some supplies, a few weapons and perhaps some light armor. The characters meet near the fountain on Hearth Street.

It is mid-morning on a cool, overcast summer's day. Six other people answered the poster's call in hopes to also receive the reward of five hundred gold pieces. One person in particular looks as if he could handle any problems that arise. He stands nearly six feet tall. He has a mop of jet black hair that hangs well below his shoulders. He wears some sort of sword at his side in a very fancy scabbard.

After a few minutes of waiting and observing, someone finally arrives and calls attention to the small group. Only the man's bearded head can be seen. The rest of him is covered with brown robes: he looks like he might be a monk of some kind. He speaks and the few people talking become quiet.

"My name is Solumn." His voice is deep and he has an accent from some distant place. "I posted the posters offering the reward after Hilldale's great Warrior Guild decided they were too busy to help me with my problem." The

large man in the audience seems about to speak some type of protest but doesn't.

It is then you notice that he is one of the fighters from the Guild, perhaps here to make some money on the side.

Solumn continues, "For those who do not know exactly what this reward is for, let me get to specifics. About two weeks ago I moved from the confines of Hilldale's walls. I choose a plot of land north of here closer to the Yatil Mountains.

"The land is fertile, and seems to have been cleared of all rocks sometime in the distant past. Well, I hired some laborers and they began construction on my home. Everything was fine until the digging of the well began."

People seem to be getting bored with Solumn's story already and they show this with a lack of attention. Also a few more people have showed up, perhaps just to listen to the story.

Solumn clears his throat. With this simple gesture the crowd realizes he has something important to say next. "Two laborers began to dig the well just three days after the construction of my home began. It was necessary because the closest stream is several miles away. A day's work into the well is as far as the job has proceeded thus far. After digging about six feet down they hit some type of large stone. After trying to dig it out, they realized that it actually was some kind of building that had been buried. But under my direction they continued for a few more hours until they found a door.

There are several messages written upon it, all unknown. However it appears that sometime after the initial work, someone chiseled out a warning. It was quite simple 'Only death awaits.' The day came to an end and all the work the following day was going to be to uncover the structure. Next morning the two men who had worked on the digging were missing. Everyone, except myself, thought spirits had taken them away. The workers left in a great hurry." Solumn was going to continue but he was interrupted. The man from the Warrior's Guild spoke.

"Solumn my friend, if it is someone to search this crypt or whatever it may be, then I alone shall go. I am the greatest swordsman in these parts, and I too am the only one who has come into contact with the undead, I believe. So before you say anymore let us go into some private place, my room perhaps, and discuss this alone."

And that is exactly what happened. The warrior, whose name you come to find as Gildir, leaves the next morning with Solumn. You are all pretty upset at the idea of letting the reward slip through your fingers. That night though, Solumn comes back alone with the news that Gildir entered the crypt and didn't come back out. He asks for another meeting, which takes place in the tavern you are all in. You are the only ones to show up.

"My friend, it seems that the man with the big head has befallen some fate inside that door. I am not going to risk my life and follow him."

[End of typed part of "The Lair of the Kobolds."]

I hope that you enjoy this adventure.

Adam Trionfo